

Jedi Watchman



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Jedi Watchman

24

Hit Points

70

Defense

17

Attack

9

Damage

20

Special Abilities

Melee Attack; Double Attack

Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Force Powers

Force 2

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



Jedi Watchmen are the highest authorities on the worlds to which they are assigned and are responsible for identifying candidates for the Jedi Order.



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Elite Sith Assassin



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Elite Sith Assassin

23

Hit Points

80

Defense

18

Attack

9

Damage

20

Special Abilities

Melee Attack

Cunning Attack +10 (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Steal Force (Replaces attacks: touch: 1 adjacent character with a Force rating loses 1 Force point and this character gains 1 Force point)

Force Powers

Force 1

Sith Rage (Force 1: +10 Damage on all attacks this turn)

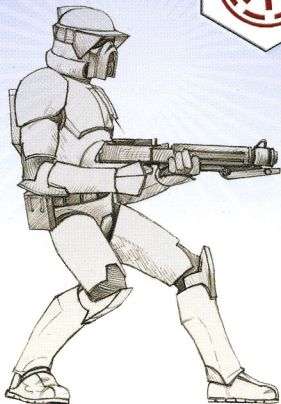


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ARF Trooper



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ARF Trooper

11

Hit Points

10

Defense

15

Attack

8

Damage

20

Special Abilities

Order 66

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Squad Cover (+4 Defense while 3 allies with the same name as this character are within 6 squares)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Mace Windu led Lightning Squadron, a force of ARF Troopers trained in piloting AT-RT units, in the battle to liberate Ryloth.



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A'Sharad Hett



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A'Sharad Hett

32

Hit Points

80

Defense

18

Attack

11

Damage

20

Special Abilities

Unique. Melee Attack

Niman Style (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 2. Force Renewal 1

Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Each follower whose name contains Tusken Raider gets +4 Attack and gains **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11).



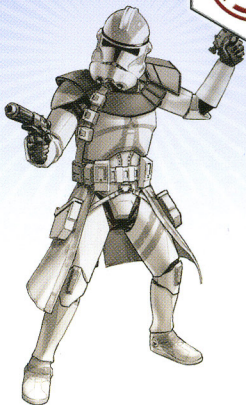
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501st Legion Clone Commander



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501st Legion Clone Commander

15

Hit Points

50

Defense

16

Attack

10

Damage

10



Special Abilities

Order 66

Trooper (Counts as a character named 501st Clone Trooper)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Followers whose name contains 501st get +10 Damage against enemies with Force ratings.

The 501st Legion was distinguished by exceptional discipline and coordination.



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501st Legion Clone Trooper



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501st Legion Clone Trooper

8

Hit Points

10

Defense

14

Attack

5

Damage

20



Special Abilities

Order 66

Trooper (Counts as a character named 501st Clone Trooper)

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Troopers of the 501st Legion received special training at a secret base on Coruscant, overseen by Chancellor Palpatine's command staff.



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K'Kruhk, Jedi Master



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K'Kruhk, Jedi Master

33

Hit Points

100

Defense

18

Attack

10

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack
Impulsive Advance (Whenever a Unique allied character is defeated, this character can immediately move 3 squares)

Force Powers

Force 2. Force Renewal 1

Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Indiscriminate Rage (Force I: +2 Attack and +10 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character gains **Savage** until the end of the skirmish.)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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Merumeru



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Merumeru

38

Hit Points

140

Defense

18

Attack

8

Damage

20



Special Abilities

Unique

Wookiee; Double Attack

Close-Quarters Fighting (+4 Attack against adjacent enemies)

Demolish (Ignores Damage Reduction of adjacent targets)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Commander Effect

Your squad may include Wookiee characters of any faction.

Allied Wookiee characters gain **Close-Quarters Fighting**, **Demolish**, and **Mighty Swing**.

Under the leadership of Elder Merumeru, Wookiee warriors defended their homeworld against Separatist attacks.

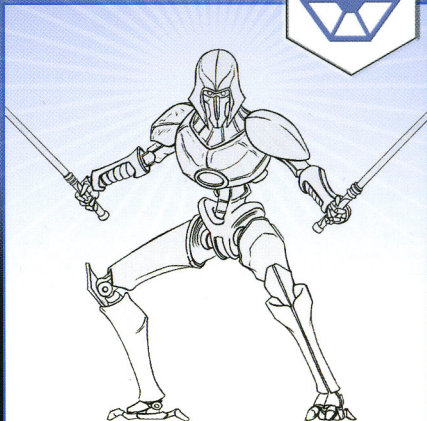


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EG-05 Jedi Hunter Droid



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EG-05 Jedi Hunter Droid

27

Hit Points

80

Defense

19

Attack

10

Damage

20

Special Abilities

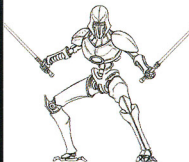
Droid (Immune to critical hits; not subject to commander effects)

Melee Attack (Can attack only adjacent enemies)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



The deadly EG-05 droid boasts incredible speed and dexterity, and it can wield two lightsabers with perfect form.



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Chewbacca, Fearless Scout



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Chewbacca, Fearless Scout

23

Hit Points

110

Defense

17

Attack

9

Damage

20

Special Abilities

**Unique
Wookiee**

Artillerist (+4 Attack against enemies with Flight)

Breath Mask (Not affected by abilities or Force powers whose name contains Poison)

Stable Footing (Not slowed by difficult terrain)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Chewbacca donned breathing gear to hunt and remove mynocks that had attached themselves to the Millennium Falcon.



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Dass Jennir



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Dass Jennir

32

Hit Points

80

Defense

18

Attack

9

Damage

10



Special Abilities

Unique. Double Attack

Affinity (May be in a Republic squad)

Lightsaber (+10 Damage against adjacent enemies)

Force Powers

Force 2. Force Renewal 1

Dispassionate Killer (Force I; +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11. If the save fails, this character is immediately defeated.)

Force Leap (Force I: This turn, this character can move through enemies without provoking attacks of opportunity)

Jedi Mind Trick (Force I, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)



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Ferus Olin



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Ferus Olin

27

Hit Points

100

Defense

19

Attack

11

Damage

20



Special Abilities

Unique

Melee Attack; Double Attack

Affinity (May be in a Republic squad)

Jedi Bodyguard (If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead)

Force Powers

Force 2. Force Renewal 1

Lightsaber Block (For

Dark Temptation (Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character joins the opponent's squad until the end of the skirmish.)

Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)

"If the Jedi ever need me, I will be there."



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Jax Pavan



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Jax Pavan

16

Hit Points

70

Defense

17

Attack

10

Damage

10

Special Abilities

Unique

Affinity (May be in a Republic squad)

Lightsaber (+10 Damage against adjacent enemies)

Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers

Force 2

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



As a private investigator on the mean streets of Coruscant, the refugee Jedi Jax Pavan continues to fight for the downtrodden and the desperate.

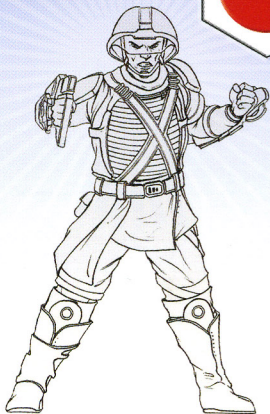


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Kota's Elite Militia



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Kota's Elite Militia

14

Hit Points

40

Defense

17

Attack

9

Damage

20

Special Abilities

Affinity (May be in a Republic squad that does not contain any characters with Order 66)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Independent Outfit (Also counts as a Fringe character for the purpose of commander effects)

Rapport (Costs 1 less when in the same squad as a character named Master Kota)



Elite soldiers of Kota's militia wield computer-controlled lanvaroks that fire a spray of metal disks at deadly velocities.



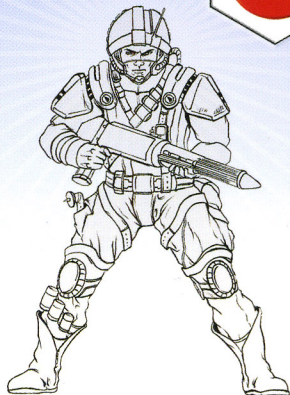
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Kota's Militia



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Kota's Militia

9

Hit Points

20

Defense

14

Attack

6

Damage

10

Special Abilities

Affinity (May be in a Republic squad that does not contain any characters with Order 66)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Independent Outfit (Also counts as a Fringe character for the purpose of commander effects)

Rapport (Costs 1 less when in the same squad as a character named Master Kota)



As a Republic general during the Clone Wars, Master Kota did not trust the clone troopers, instead forming his own unit of hardened veterans.

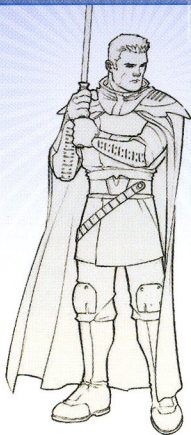


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Emperor's Hand



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Emperor's Hand

20

Hit Points

80

Defense

20

Attack

9

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Hand of the Emperor (This character can spend his own Force points once per turn and spend Force points from a character whose name contains Emperor Palpatine once per turn)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Force Powers

Force 1

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

These specialized assassins, in constant psychic contact with Emperor Palpatine, carry out his orders throughout the galaxy.

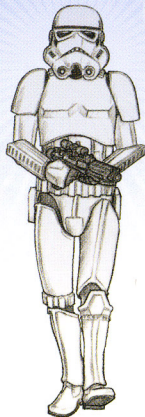


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501st Legion Stormtrooper



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501st Legion Stormtrooper

11

Hit Points

20

Defense

16

Attack

8

Damage

20



Special Abilities

Rapport (Costs 1 less when in the same squad as a character whose name contains Vader)

Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares)

After Anakin Skywalker turned to the dark side, his 501st Legion clone troopers remained loyal to him. For their brutality and efficiency, they became known as "Vader's Fist."



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Imperial Engineer



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Imperial Engineer

9

Hit Points

10

Defense

14

Attack

3

Damage

10



Special Abilities

Blast Cannon (+10 Damage against targets within 6 squares)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)

"If it moves, shoot it. If it doesn't, blow it up."

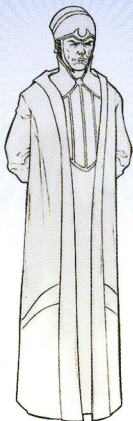


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Imperial Inquisitor



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Imperial Inquisitor

22

Hit Points

70

Defense

17

Attack

0

Damage

0



Special Abilities

Turn to the Dark Side (Replaces attacks: range 6; 20 damage to 1 target with a Force rating. The target can choose to negate this damage and instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish.)

Force Powers

Force 3

Force Push 1 (Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)

Commander Effect

Allies with a Force rating within 6 squares get +4 Attack against enemies without a Force rating.

Imperial inquisitors force Jedi to embrace the dark side or die.

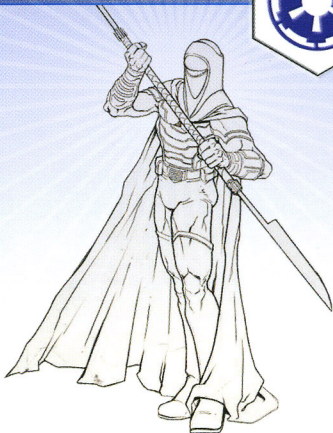


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Imperial Sovereign Protector



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Imperial Sovereign Protector

25

Hit Points

100

Defense

20

Attack

12

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Palpatine's Bodyguard (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Force Powers

Force 1

Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)

These exceptionally brutal warriors, trained in dark-side Force techniques, commanded the Imperial Royal Guard.



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Kir Kanos



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Kir Kanos

34

Hit Points

110

Defense

21

Attack

13

Damage

20



Special Abilities

Unique. Melee Attack

Palpatine's Bodyguard (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Loner (+4 Attack if no allies are within 6 squares)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 2

Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)



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Major Maximilian Veers



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Major Maximilian Veers

12

Hit Points

50

Defense

15

Attack

5

Damage

10

Special Abilities

Unique

Crack Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage. The attack cannot be prevented or redirected.)

Commander Effect

Whenever a non-Unique follower within 6 squares is missed by an attack, it can immediately move 2 squares.



Veers' quick thinking on Culrron III saved a legion of stormtroopers and rewarded him with a promotion to major.



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Bomo Greenbark



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Bomo Greenbark

18

Hit Points

50

Defense

17

Attack

6

Damage

10

Special Abilities

Unique

Impulsive Reprisal (If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



A Nosaurian originally in the service of the Separatists, Bomo Greenbark later stood with the Jedi Master Dass Jennir against Imperial stormtroopers at the Battle of Half-Axe Pass.



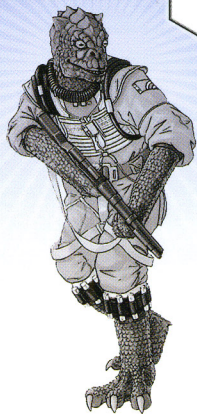
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Bossk, Trandoshan Hunter



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Bossk, Trandoshan Hunter

29

Hit Points

110

Defense

18

Attack

10

Damage

20



Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Stun Mortar (Replaces attacks: sight; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)

Rend +20 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



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Boushh, Ubese Hunter



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Boushh, Ubese Hunter

26

Hit Points

80

Defense

18

Attack

10

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)



A freelance bounty hunter, Boushh preferred heavy explosives and had a reputation for near suicidal violence.



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Dengar, Hired Killer



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Dengar, Hired Killer

31

Hit Points

90

Defense

19

Attack

12

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Final Shot (On this character's turn, if he doesn't move, he gets +30 Damage against enemies with 50 or fewer Hit Points remaining)



After a devastating swoop-race crash, Dengar was rebuilt as a remorseless killer by the Empire. He became a bounty hunter to collect the reward on Han Solo, whom he blamed for his disfigurement.

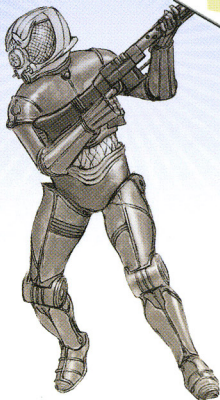


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4-LOM, Droid Mercenary



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4-LOM, Droid Mercenary

35

Hit Points

110

Defense

20

Attack

10

Damage

30



Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)

Rapport (A character whose name contains Zuckuss costs 1 less when in the same squad as this character)

Stun Gas (Replaces attacks: adjacent living targets are considered activated this round and cannot make attacks of opportunity this turn; save 11 negates. Huge and larger characters ignore this special ability.)

The former protocol droid 4-LOM worked for Jabba the Hutt alongside the Gand bounty hunter Zuckuss.



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Gungan Bounty Hunter



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Gungan Bounty Hunter

9

Hit Points

40

Defense

16

Attack

6

Damage

10

Special Abilities

Bounty Hunter +4 (+4 Attack against Unique enemies)



Gungans' strong warrior tradition makes them prized as mercenaries. Those with the drive to travel the galaxy sometimes become independent operatives.



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Human Engineer



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Human Engineer

13

Hit Points

10

Defense

14

Attack

2

Damage

10

Special Abilities

Industrial Repair 20 (Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)

Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)



Those with technical skills were called into service on both sides of the Clone Wars; many were forced to abandon their old jobs to work for the military.

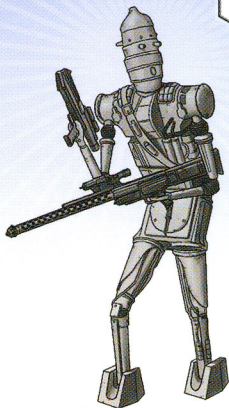


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IG-88, Assassin Droid



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IG-88, Assassin Droid

43

Hit Points

120

Defense

20

Attack

9

Damage

20

Special Abilities

Unique

Droid (Immune to critical hits; not subject to commander effects)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Bounty Hunter +6 (+6 Attack against Unique enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Pulse Cannon 40 (Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; on a save of 11, reduce the damage to 10)



After achieving sentience, the war droid IG-88 immediately slaughtered his creators and embarked on a program of galactic mayhem.



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Rodian Brute



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Rodian Brute

3

Hit Points

10

Defense

14

Attack

4

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Stable Footing (Not slowed by difficult terrain)



A long history of hunting turned the Rodians into ferocious combatants who warred against themselves as much as they did others.



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Rodian Raider



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Rodian Raider

10

Hit Points

20

Defense

14

Attack

5

Damage

10

Special Abilities

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Stable Footing (Not slowed by difficult terrain)



On the junk world of Raxus Prime, Rodian scavengers competed with transplanted Jawas and Imperial shipbuilders for valuable salvage.



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Talz Chieftain



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Talz Chieftain

16

Hit Points

60

Defense

17

Attack

9

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Commander Effect

Non-Unique Fringe followers within 6 squares get +4 Attack and +10 Damage against non-Unique enemies.



Talz clan chiefs led devastating attacks against both Separatist and Republic forces that intruded on their isolated world.



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Talz Warrior



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Talz Warrior

7

Hit Points

20

Defense

14

Attack

6

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Advantageous Attack (+10 Damage against an enemy who has not activated this round)



The hulking, primitive Talz are admirably adapted to harsh conditions on the icy world of Orto Plutania.



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Togorian Soldier



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Togorian Soldier

12

Hit Points

30

Defense

15

Attack

5

Damage

10

Special Abilities

Bravado (+4 Attack and +20 Damage against an adjacent enemy with a higher point cost)



These massive carnivores live for battle, and Togorian pirate fleets are the scourge of the galaxy.



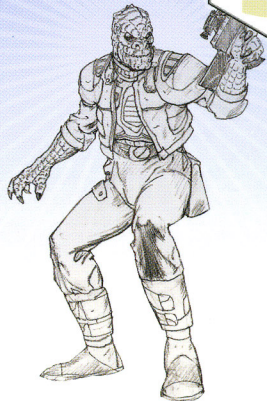
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Trandoshan Elite Mercenary



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Trandoshan Elite Mercenary

17

Hit Points

50

Defense

17

Attack

7

Damage

20

Special Abilities

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Mercenary (This character can move only if he cannot make an attack from his starting space)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

The powerful Trandoshans are superbly fitted to the profession of bounty hunter.



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Trianii Scout



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Trianii Scout

14

Hit Points

40

Defense

16

Attack

6

Damage

20



Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)

Quick Reactions (+6 Attack when making attacks of opportunity)

The feline Trianii are fiercely independent and deeply spiritual.



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T'surr



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T'surr

8

Hit Points

20

Defense

14

Attack

2

Damage

30

Special Abilities

Melee Attack (Can attack only adjacent enemies)



Native to a cold desert world, the T'surr are consummate survivors who rely on brute strength and ruthless cunning to enslave weaker species.



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Zuckuss, Bounty Hunter



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Zuckuss, Bounty Hunter

35

Hit Points

90

Defense

20

Attack

9

Damage

20



Special Abilities

Unique. Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)

Intuition (Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)

Rapport (A character whose name contains 4-LDM costs 1 less when in the same squad as this character)

Snare Rifle (A character hit by this character's attacks cannot move until the end of the round)

Force Powers

Force 2

Anticipation (Force 1: Reroll initiative once per round)

Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)

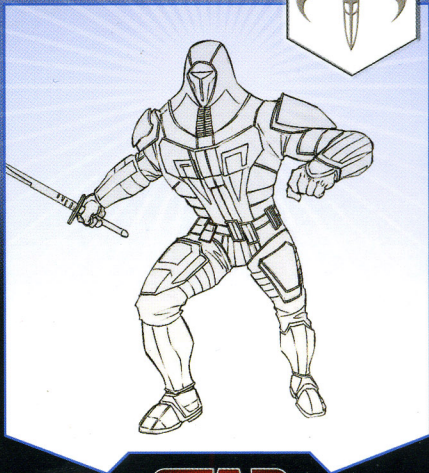


39/40 ★

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Mandalorian Jedi Hunter



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Mandalorian Jedi Hunter

24

Hit Points

60

Defense

17

Attack

8

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



Some of the scattered survivors of the Mandalorian Wars seek out Jedi to punish for their humiliation.



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